```
eunix: whoami
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                                                                                               ^{1} Last updated December 6, 2023
                                                                                               \langle \, {}^{\textstyle *}\, 1a \rangle \! \equiv \!
                                                                                      1a
   A reimplementation of whoami for my own edification.
                                                                                                  (Include headers. 2a)
                                                                                                  \langle Define\ constants.\ 3d \rangle
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The main Function
\langle Define \ the \ main \ function. \ 1b \rangle \equiv
  int main(int argc, char *argv[])
  {
       \langle Process \ given \ options. \ 3c \rangle
       ⟨Print the user name associated with the current effective user ID. 3e⟩
       return 0;
  }
This code is used in chunk 1a.
  argc, used in chunk 3c.
  argv, used in chunk 3c.
  main, never used.
```

1b

Include Headers

```
\langle Include\ headers.\ 2a \rangle \equiv
2a
           #include <getopt.h>
        This definition is continued in chunk 2.
        This code is used in chunk 1a.
        Defines:
           {\tt getopt, used in \ chunk \ 3c.}
           Include the core input and output functions from the C standard
           From pwd.h import the struct, passwd, which notably includes the
        member, pw_name, and has a constructor function, getpwuid.
        \langle Include\ headers.\ 2a\rangle + \equiv
^{2b}
           #include <pwd.h>
        This code is used in chunk 1a.
        Defines:
           getpwuid, used in chunk 4c.
           passwd, used in chunk 3e.
           pw→pw_name, used in chunk 4e.
2c
        \langle Include\ headers.\ 2a\rangle + \equiv
           #include <stdio.h>
        This code is used in chunk 1a.
        Defines:
           EOF, used in chunk 3c.
           printf, used in chunk 4d.
           From sys/types.h import uid_t, a data type for user IDs.
        \langle Include\ headers.\ 2a \rangle + \equiv
2d
           #include <sys/types.h>
        This code is used in chunk 1a.
        Defines:
           uid_t, used in chunk 3.
           From unistd.h import the function, geteuid, which returns the
        effective user ID of the calling process.
2e
        \langle Include\ headers.\ 2a \rangle + \equiv
           #include <unistd.h>
        This code is used in chunk 1a.
        Defines:
           geteuid, used in chunk 4a.
```

Include the GNU getopt function from the GNU C Library.

The usage Function

Define the usage function, which displays information about how to use whoami.

```
\langle Define \ the \ usage \ function. \ 3b \rangle \equiv
3b
           void usage()
           {
                 fprintf(stderr, "Try 'whoami -help' for more information.\n");
           }
        This code is used in chunk 1a.
        Defines:
           usage, used in chunk 3.
```

Processing Options

If any options are given, complain about the first one (via getopt), print the usage information, and return a nonzero status code.

```
\langle Process \ given \ options. \ 3c \rangle \equiv
3c
            if (getopt(argc, argv, "") \neq EOF) {
                 usage();
                 return 1;
           }
         This code is used in chunk 1b.
         Uses argc 1b, argv 1b, EOF 2c, getopt 2a, and usage 3b.
```

Printing the Current User's Name

Define a constant, NO_UID, to represent the case when geteuid returns -1, which in whoami will signify failure to find the user ID.

```
3d
         \langle Define\ constants.\ 3d \rangle \equiv
            uid_t NO_UID = -1;
         This code is used in chunk 1a.
         Defines:
            NO_UID, used in chunk 4b.
         Uses uid_t 2d.
```

Declare the variables uid, to store the current user ID, and pw, to store further information about the current user.

```
\langle Print \text{ the user name associated with the current effective user ID. } 3e \rangle \equiv
3e
           uid_t uid;
           struct passwd *pw;
        This definition is continued in chunk 4.
        This code is used in chunk 1b.
        Defines:
           pw, used in chunk 4.
           uid, used in chunk 4.
        Uses passwd 2b and uid_t 2d.
```

"The getopt function gets the next option argument from the argument list specified by the argv and argc arguments. Normally these values come directly from the arguments received by main." - GNU, 2017

```
\langle Forward\ declarations.\ 3a \rangle \equiv
   void usage();
```

3a

This code is used in chunk 1a. Uses usage 3b.

Get the effective user ID and store it as uid.

```
\langle Print \text{ the user name associated with the current effective user ID. 3e} \rangle + \equiv
4a
            uid = geteuid();
        This code is used in chunk 1b.
        Uses geteuid 2e and uid 3e.
            Check whether the effective user ID is NO_UID, in which case we
        won't be able to \langle find \ a \ user \ with \ a \ matching \ uid \ 4c \rangle.
        \langle the \ user \ ID \ is \ NO\_UID \ 4b \rangle \equiv
4b
           uid == NO_UID
        This code is used in chunk 4d.
        Uses NO_UID 3d and uid 3e.
            Search the user database for an entry with a matching uid. If
        getpwuid fails, it returns a null pointer.
        \langle find \ a \ user \ with \ a \ matching \ uid \ 4c \rangle \equiv
4c
            pw = getpwuid(uid)
        This code is used in chunk 4d.
        Uses getpwuid 2b, pw 3e, and uid 3e.
            If (the user ID is NO_UID 4b) or we're unable to (find a user with
        a matching uid 4c), print a descriptive error message and return a
        nonzero status code.
        \langle Print \text{ the user name associated with the current effective user ID. 3e} \rangle + \equiv
4d
            if (\langle the \ user \ ID \ is \ NO\_UID \ 4b \rangle \mid | !(\langle find \ a \ user \ with \ a \ matching \ uid \ 4c \rangle))  {
                 printf("Cannot find name for user ID %lu\n", (unsigned long int)uid);
                 return 1;
           }
        This code is used in chunk 1b.
        Uses printf 2c and uid 3e.
        \langle Print \text{ the user name associated with the current effective user ID. } 3e \rangle + \equiv
4e
            puts(pw→pw_name);
        This code is used in chunk 1b.
        Uses pw 3e and pw→pw_name 2b.
```

Full Listing

```
#include <getopt.h>
    #include <pwd.h>
    #include <stdio.h>
    #include <sys/types.h>
    #include <unistd.h>
    uid_t NO_UID = -1;
    void usage();
    int main(int argc, char *argv[])
11
    {
        if (getopt(argc, argv, "") \neq EOF) {
13
            usage();
            return 1;
15
        }
17
        uid_t uid;
18
        struct passwd *pw;
19
        uid = geteuid();
20
21
        if (uid == NO_UID || !(pw = getpwuid(uid))) {
22
            printf("Cannot find name for user ID %lu\n", (unsigned long int)uid);
23
            return 1;
24
        }
25
        puts(pw->pw_name);
26
27
        return 0;
28
    }
30
    void usage()
31
    {
32
        fprintf(stderr, "Try 'whoami --help' for more information.\n");
33
    }
34
```

Chunks

```
\langle * 1a \rangle \underline{1a}
(Define constants. 3d) 1a, 3d
\langle Define \ the \ main \ function. \ 1b \rangle \ 1a, \ \underline{1b}
\langle Define \ the \ usage \ function. \ 3b \rangle \ 1a, \ 3b
\langle find \ a \ user \ with \ a \ matching \ uid \ 4c \rangle \ \underline{4c}, \ 4d
⟨Forward declarations. 3a⟩ 1a, 3a
\langle Include\ headers.\ 2a \rangle\ 1a,\ \underline{2a},\ \underline{2b},\ \underline{2c},\ \underline{2d},\ \underline{2e}
(Print the user name associated with the current effective user
   ID. 3e 1b, 3e, 4a, 4d, 4e
\langle Process \ given \ options. \ 3c \rangle \ 1b, \ 3c
(the user ID is NO_UID 4b) 4b, 4d
Index
argc: 1b, 3c
argv: 1b, 3c
E0F: <u>2c</u>, 3c
\text{geteuid:} \ \ \underline{2e}, \ 4a
getopt: 2a, 3c
getpwuid: 2b, 4c
\text{main: } \underline{1b}
NO_UID: <u>3d</u>, 4b
passwd: 2b, 3e
printf: 2c, 4d
pw: 3e, 4c, 4e
pw \rightarrow pw_name: \underline{2b}, \underline{4e}
uid: 3e, 4a, 4b, 4c, 4d
uid_t: 2d, 3d, 3e
usage: 3a, 3b, 3c
References
GNU. The GNU C Library: Using the getopt function. https://www.
   gnu.org/software/libc/manual/html_node/Using-Getopt.html,
   2017. Accessed: 2017-11-05.
```